

DAFTAR PUSTAKA

- Adorno, Theodore W., (2001), *Culture Industry*, London : Routhledge Classics
- Audifax. *Imagining Lara Croft ; Psikosemiotika, Hiperealitas dan Simbol-simbol Ketaksadaran*. Jalasutra. 2006.
- Bastian. *Pengaruh Kompetensi Karakter, Nilai Virtual Item Dan Kepuasan Game Terhadap Intensi Pembelian Virtual Item Dalam Game Online Dota II*. Skripsi Fakultas Ekonomi Universitas Yogyakarta. 2015
- Baudrillard, Jean. (1998) *The Consumer Society Myths and Structure* : London : Sage Publication Ltd.
- BogdanR, & Biklen, S. (1992) *Quatitative Research for Education*. Boston, MA: Allyn and Bacon
- Clammer, John, (2003). *Neo-Marxisme Antropologi : Studi Ekonomi Politik dan Pembangunan*, Yogyakarta : Sadasiva
- Clammer, John. (1997). *Contemporary Urban Japan : A Sociology of Consumption*. Oxford. Blackwell
- Computer Entertainment Supplier's Association (CESA). *2014 CESA game s white paper*. CESA, Japan, 2014.
- Dr Ernkvist, Mirko (2012) "*The japanese social game industry*" Mitsubishi Research Institute (2013) http://www.meti.go.jp/meti_lib/report/2013fy/E002770.pdf (in Japanese)
- Dunn, Robert G. *Identity Crises: a Social Critic of Postmodernity Consumer Reality*. London-Minneapolis: University of Minnesota Press, 1998
- Ajara, Rizki (2017) "*Analisis Motif Pembelian Pada Keputusan Pembelian Barang Virtual Di Permainan Online*" Fakultas ekonomi dan bisnis. Universitas Sam Ratulangi, Manado
- Ernkvist, Mirko. "*The Japanesee Social Game Industri*" (2013) Research Commisioned by The Research Grant Counsil Hongkong Special Administration Region. University of Gothenburg and Research Assistant Zeng Qi, The University Tokyo.
- Ikeda, M & Nakane M (2006). *Shoushi Shakairon no Hensen*. 27 Mei 2012 <http://www.ob.shudo-u.ac.jp/jimuhp/souken/web/magazine/pdf/hum/hu47-1-01.pdf>
- Ho, Cheng Sun dan Wu, Ting Yun (2012). *Factors Affecting Intent to Purchase Virtual Goods in Online Games*. International Journal of Electronic Bussines Management. Vol 10, No.3, pp 204-212.
- Kotler, Phillip and Gary Armstrong. (2012). *Prinsip-prinsip Pemasaran*. Edisi 13. Jilid 1. Jakarta. Erlangga
- Kanerva, Taija. (2015). "*Virtual Worlds Apart : A Comparative Study on Digital Game s in Japan and West* ; Master Thesis. Department of World Cultures University of Helsinki.

- Lebra, Takie Sugiyama (2015). *Jappanese Culture and Behaviour*. Honolulu : University Hawaii Press.
- Lim, Rodney & Ee Yaw Seng (2012) : *Virtual Goods in Social Game s : An Explanatory Study of Factors that Drive Purchase of in Game Items*. The 9th International Conference on e-Business (iNCEB 2010) November 18th-19th 2012.
- Lin, A : *Virtual Consumption A Second Life for Earth*. Brigham Young University Law Review Forthcoming : UC Davis Legal Studies Research Paper No. 118, 2008.
- Lehdonvirta, Vili (2009). *Virtual Consumption*. Turku (Fin): Turku School of Economics.
- McGonigal, J. (2012). *Reality is broken : Why game s makes us better and how they can change the world* : New York : Penguin.
- Pilliang, Yasraf Amir (2004). *Dunia Yang Dilipat : Tamasya Melampaui Batas-Batas Kebudayaan*. Indonesia : Jalansutra.
- Pratiwi, Erni Dwi. *Niat Pembelian Barang Pada Game Online Melalui teori Nilai Konsumsi Dengan Amos 21*. Program Studi Manajemen Informatika AMIK BSI Jakarta. Jurnal Pilar Nusa Mandiri Vol. XI, No.2 September 2015
- Shibuya, Akiko, Teramoto, Mizuha, and Shoun Akiyo (2015). *Systematic Analysis of In Game Purchases and Social Features of Mobile Social Game s in Japan*. In presented at Digital Game s Research Association 2015. Conference (DIGRA 2015) Luneberg, German, May 16 2015.
- Shibuya, Akiko, et al (2014) “systematic analysis in game purchase and social feature of mobilegame in Japan”
<https://bothgunsblazingblog.wordpress.com/2013/08/07/gacha/>
- Soetandyo Wignjosebroto dalam Koentjaraningrat, *Metode Metode Penelitian Masyarakat*. (Jakarta : Gramedia, 1977) hal. 347.
- Hefner, D., Klimmt, C., & Vorderer, P. (2007). *Identification with the player character as determinant of video game enjoyment*. In L. Ma, R. Nakatsu, & M. Rauterberg (Eds.). ICEC 2007. LNCS (Vol. 4740, pp. 39-48). Heidelberg: Springer.
- Verplanken B, & Herabadi A (2001). *Individual Difference In Impulsive Buying Tendency: Feeling and no Thinking*, *European Journal of Personality*
- Yee N. (2006). *Motivations for Play in Online Games*. // CyberPsychology and Behavior. Vol. 9. – p. 772-775
- Guo, Y., & Barnes, S. (2007). *Why people buy virtual items in virtual worlds with real money*. The DATA BASE for Advances in Information Systems, 38(4), 69–76.
- Shields, R. (2000) ‘*Performing Virtualities: Liminality On and Off the “Net”*,’ available at: <https://dumitrudumbrava.files.wordpress.com/2012/01/performing-virtualities-liminality-on-and-off-the-net.doc>
- Miles, B. Mathew dan Michael Huberman. 1992. *Analisis Data Kualitatif Buku Sumber Tentang Metode-metode Baru*. Jakarta: UIP
- Anderson, C. Free: *How today’s smartest businesses profit by giving something for nothing*. Hyperion, NY, USA, 2009.
- Sugiyono. 2009. *Metode Penelitian Kuantitatif Kualitatif dan R&D*. Bandung: Alfabeta

Men who continue running (for events): Addicts of Idolmaster for Cinderella girls in Mobage. (2013) Sansai mook, 622. Sansai books. [Kindle version].

Henry, Samuel. (2010). *Cerdas dengan Game: panduan praktis bagi Orangtua dalam mendampingi anak Bermain Game.* Jakarta: PT. Gramedia Pustaka Utama.